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L3	146	((switch device circuit) same (lock$4 with (request$3 access$3))) and 1 and 2	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2005/04/13 18:01
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1 A concurrency control framework for collaborative systems
Jonathan Munson, Prasun Dewan
November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**
Full text available: pdf(1.28 MB) Additional Information: full citation, references, citings, index terms

Keywords: collaborative systems, concurrency control, consistency criteria, coupling, merging, transactions

2 Optimizing Jan Jannink's Implementation of B+-tree deletion
R. Maelbrancke, H. Olivié
September 1995 **ACM SIGMOD Record**, Volume 24 Issue 3
Full text available: pdf(111.76 KB) Additional Information: full citation, abstract, citings, index terms

In this note we propose optimization strategies for the B$^+$-tree deletion algorithm. The optimizations are focused on even order B+-trees and on the reduction of the number of block accesses.

Keywords: B-trees, data structures, design of algorithms

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1 Fast detection of communication patterns in distributed executions ▆
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 Special issue on word sense disambiguation: Introduction to the special issue on word sense disambiguation: the state of the art ▆
Nancy Ide, Jean Véronis
March 1998 **Computational Linguistics**, Volume 24 Issue 1
Full text available: pdf(3.44 MB) Publisher Site Additional Information: full citation, references, citings

3 Specification and dialogue control of visual interaction through visual rewriting systems ▆
P. Bottoni, M. F. Costabile, P. Mussio
November 1999 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 21 Issue 6
Full text available: pdf(886.71 KB) Additional Information: full citation, abstract, references, citings, index terms, review

Computers are increasingly being seen not only as computing tools but more so as communication tools, thus placing special emphasis on human-computer interaction (HCI). In this article, the focus is on visual HCI, where the messages exchanged between human and computer are images appearing on the computer screen, as usual in current popular user interfaces. We formalize interactive sessions of a human-computer dialogue as a structured set of legal visual sentences, i.e., as a visual languag ...

Keywords: control automaton, dialogue control, visual languages

4 Parallel execution of prolog programs: a survey
Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo
July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 4

Full text available: pdf(1.95 MB) Additional Information: full citation, abstract, references, citings, index terms

Since the early days of logic programming, researchers in the field realized the potential for exploitation of parallelism present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and their referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programming frequently involve irregular computatio ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, prolog

5 Automatic generation of intelligent diagram editors
Sitt Sen Chok, Kim Marriott
September 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 3

Full text available: pdf(1.43 MB) Additional Information: full citation, abstract, references, index terms

The *intelligent diagram* is a recent metaphor for diagramming in which the underlying graphic editor parses the diagram as it is being constructed, performing error correction and collecting geometric constraints that capture the relationships between diagram components. During diagram manipulation a constraint solver uses these geometric constraints to maintain the diagram's semantics. We introduce the Penguins system. This automates the development of graphical editors that support the i ...

Keywords: Constraint multi-set grammars, constraint solving, diagram interaction, diagram parsing, intelligent diagram, pen-based computing

6 The Hearsay-II Speech-Understanding System: Integrating Knowledge to Resolve Uncertainty
Lee D. Erman, Frederick Hayes-Roth, Victor R. Lesser, D. Raj Reddy
June 1980 **ACM Computing Surveys (CSUR)**, Volume 12 Issue 2

Full text available: pdf(3.83 MB) Additional Information: full citation, references, citings, index terms

7 File servers for network-based distributed systems
Liba Svobodova
December 1984 **ACM Computing Surveys (CSUR)**, Volume 16 Issue 4

Full text available: pdf(4.23 MB) Additional Information: full citation, references, citings, index terms, review

8 A framework for modeling and implementing visual notations with applications to software engineering
Gennaro Costagliola, Vincenzo Deufemia, Giuseppe Polese
October 2004 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 13 Issue 4

Full text available: pdf(3.77 MB) Additional Information: full citation, abstract, references, index terms

We present a framework for modeling visual notations and for generating the corresponding visual programming environments. The framework can be used for modeling the diagrammatic notations of software development methodologies, and to generate visual programming environments with CASE tools functionalities. This is accomplished through an underlying modeling process based on the visual notation syntactic model of eXtended Positional Grammars (XPG, for short), and the associated parsing methodolo ...

Keywords: LR parsing, UML, meta-CASE, metamodeling, software engineering models, visual grammars, visual notations

9 Concurrency control in collaborative hypertext systems
Uffe Kock Wiil, John J. Leggett
December 1993 **Proceedings of the fifth ACM conference on Hypertext**

Full text available: pdf(1.05 MB) Additional Information: full citation, references, citings, index terms

Keywords: collaborative work, concurrency control, distributed hypertext systems, events, extensibility, hyperbases, open architectures, supporting technologies, transaction management, user-controlled locking, version control

10 Compiling nested data-parallel programs for shared-memory multiprocessors
Siddhartha Chatterjee
July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 3

Full text available: pdf(4.17 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: compilers, data parallelism, shared-memory multiprocessors

11 Preliminary results with the initial implementation of Qlisp
Ron Goldman, Richard Gabriel
January 1988 **Proceedings of the 1988 ACM conference on LISP and functional programming**

Full text available: pdf(967.99 KB) Additional Information: full citation, abstract, references, citings, index terms

Qlisp, a dialect, of Common Lisp, has been proposed as a multiprocessing programming language which is suitable for studying the styles of parallel programming at the medium-grain level. An initial version of Qlisp has been implemented on a multiprocessor and a number of experiments with it conducted. This paper describes the implementation and reports on some of the experiments.

12 Human-computer interface development: concepts and systems for its management
H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available: pdf(7.97 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

13 Technical papers: software architecture I: Design Pattern Rationale Graphs: linking design to source
Elisa L. A. Baniassad, Gail C. Murphy, Christa Schwanninger
May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Full text available: pdf(1.13 MB) Publisher Site Additional Information: full citation, abstract, references, index terms

A developer attempting to evolve a system in which design patterns have been applied can benefit from knowing which code implements which design pattern. For instance, the developer may be able to understand the purpose, or to assess the flexibility of the code, more quickly. The degree to which the developer benefits depends upon their understanding of the pattern. Achieving an in-depth understanding of even a simple pattern can be difficult as pattern descriptions span several pages of text, a ...

14 Interactive Editing Systems: Part II
Norman Meyrowitz, Andries van Dam
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: pdf(9.17 MB) Additional Information: full citation, references, citings, index terms

15 Using metalevel techniques in a flexible toolkit for CSCW applications
Paul Dourish
June 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 2

Full text available: pdf(292.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Ideally, software toolkits for collaborative applications should provide generic, reusable components, applicable in a wide range of circumstances, which software developers can assemble to produce new applications. However, the nature of CSCW applications and the mechanics of group interaction present a problem. Group interactions are significantly constrained by the structure of the underlying infrastructure, below the level at which toolkits typically offer control. This article describe ...

Keywords: consistency control, consistency guarantees, data distribution, divergency, metalevel programming, open implementation, software architecture

16 Perspectives on database theory
Mihalis Yannakakis
September 1996 **ACM SIGACT News**, Volume 27 Issue 3

Full text available: pdf(2.13 MB) Additional Information: full citation, index terms

17 A concurrency control framework for collaborative systems
Jonathan Munson, Prasun Dewan
November 1996 **Proceedings of the 1996 ACM conference on Computer supported cooperative work**

Full text available: pdf(1.28 MB) Additional Information: full citation, references, citings, index terms

Keywords: collaborative systems, concurrency control, consistency criteria, coupling, merging, transactions

18 Requirements for distributed authoring and versioning on the World Wide Web
J. A. Slein, F. Vitali, E. J. Whitehead, D. G. Durand
March 1997 **StandardView**, Volume 5 Issue 1
Full text available: pdf(96.62 KB) Additional Information: full citation, references, citings, index terms

19 A shared, segmented memory system for an object-oriented database
Mark F. Hornick, Stanley B. Zdonik
January 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 1
Full text available: pdf(2.05 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper describes the basic data model of an object-oriented database and the basic architecture of the system implementing it. In particular, a secondary storage segmentation scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for arbitrary clustering of objects, including duplicates. The transaction scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are nonserializable and require communi ...

20 An application of an extended generative semantic model of language to man-machine interaction
Robert I. Binnick
September 1969 **Proceedings of the 1969 conference on Computational linguistics**
Full text available: pdf(1.47 MB) Additional Information: full citation, references

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21 Group editing algorithms: Generalizing operational transformation to the standard general markup language

Aguido Horatio Davis, Chengzheng Sun, Junwei Lu

November 2002 **Proceedings of the 2002 ACM conference on Computer supported cooperative work**

Full text available: pdf(198.30 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we extend operational transformation to support synchronous collaborative editing of documents written in dialects of SGML (Standard General Markup Language) such as XML and HTML, based on SGML's abstract data model, the grove. We argue that concurrent updates to a shared grove must be transformed before being applied to each replica to ensure consistency. We express grove operations as property changes on positionally-addressed nodes, define a set of transformation functions, and ...

Keywords: SGML, XML, computer supported cooperative work, groves, operational transformation, synchronous collaborative editing

22 The SNAP-1 parallel AI prototype

R. F. DeMara, D. I. Moldovan

April 1991 **ACM SIGARCH Computer Architecture News , Proceedings of the 18th annual international symposium on Computer architecture**, Volume 19 Issue 3

Full text available: pdf(1.07 MB) Additional Information: full citation, references, citings, index terms

23 Traversals of object structures: Specification and Efficient Implementation

Karl Lieberherr, Boaz Patt-Shamir, Doug Orleans

March 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 2

Full text available: pdf(333.93 KB) Additional Information: full citation, abstract, references, index terms, review

Separation of concerns and loose coupling of concerns are important issues in software enginnering. In this paper we show how to separate traversal-related concerns from other concerns, how to loosely couple traversal-related concerns to the structural concern, and how to efficiently implement traversal-related concerns. The stress is on the detailed description of our algorithms and the traversal specifications they operate on.Traversal of object structures is a ubiquitous routine in most types ...

Keywords: Aspect-oriented programming, Low of Demeter, adaptive programming, class graphs, object graphs, strategy graphs, structure-shy software

24 An architecture for voice dialog systems based on prolog-style theorem proving
Ronnie W. Smith, Alan W. Biermann, D. Richard Hipp
September 1995 **Computational Linguistics**, Volume 21 Issue 3

Full text available: pdf(2.76 MB) Publisher Site Additional Information: full citation, abstract, references, citings

A pragmatic architecture for voice dialog machines aimed at the equipment repair problem has been implemented. This architecture exhibits a number of behaviors required for efficient human-machine dialog. These behaviors include:(1) problem solving to achieve a target goal(2) the ability to carry out subdialogs to achieve appropriate subgoals and to pass control arbitrarily from one subdialog to another(3) the use of a user model to enable useful verbal exchanges and to inhibit unnecessary ones(...

25 Knowledge I: Kind Types in knowledge representation
K. Dahlgren, J. McDowell
August 1986 **Proceedings of the 11th coference on Computational linguistics**

Full text available: pdf(692.37 KB) Additional Information: full citation, abstract, references, citings

This paper describes Kind Types (KT), a system which uses commonsense knowledge to reason about natural language text. KT encodes some of the knowledge underlying natural language understanding, including category distinctions and descriptions differentiating real-world objects, states and events. It embeds an ontology reflecting the ordinary person's top-level cognitive model of real-world distinctions and a database of prototype descriptions of real-world entities. KT is transportable, empiric ...

26 Distributed artificial intelligence: an annotated bibliiography
V. Jagannathan, Rajendra Dodhiawala
January 1986 **ACM SIGART Bulletin**, Issue 95

Full text available: pdf(1.51 MB) Additional Information: full citation

27 Hypermedia & TAL: Semantic Network Array Processor as a massively parallel computing platform for high performance and large-scale natural language processing
Hiroaki Kitano, Dan Moldovan
August 1992 **Proceedings of the 14th conference on Computational linguistics - Volume 2**

Full text available: pdf(582.00 KB) Additional Information: full citation, abstract, references

This paper demonstrates the utility of the Semantic Network Array Processor (SNAP) as a massively parallel platform for high performance and large-scale natural language processing systems. SNAP is an experimental massively parallel machine which is dedicated to, but not limited to, the natural language processing using semantic networks. In designing the SNAP, we have investigated various natural language processing systems and theories to determine the scope of the hardware support and a set o ...

28 Data abstraction, controlled iteration, and communicating processes
Alfs T. Berztiss
January 1980 **Proceedings of the ACM 1980 annual conference**

Full text available: pdf(641.21 KB) Additional Information: full citation, abstract, references, index terms

Iterators provide access to elements of an abstract structured object in some sequence. It is argued that parallel composition of iterators should be achieved implicitly by means of a generalized for loop rather than by use of mutually interacting coroutines. The generalized for loop employs controlled iteration, which is shown to be a powerful yet inexpensive construct. The generalized for loop is consistent with block structure, and, for program proof purposes, is much more tractable than ...

29 Illustrative risks to the public in the use of computer systems and related technology
Peter G. Neumann
January 1996 **ACM SIGSOFT Software Engineering Notes**, Volume 21 Issue 1

Full text available: pdf(2.54 MB) Additional Information: full citation

30 A history of the Promis technology: an effective human interface
Jan Schultz
January 1986 **Proceedings of the ACM Conference on The history of personal workstations**

Full text available: pdf(2.61 MB) Additional Information: full citation, abstract, references, index terms

Scientific computing systems for individuals were pioneered early at Hewlett-Packard, beginning with the 9100A Desktop Calculator in 1968. Extensions of this first machine were soon seen in Personal Peripherals, such as Printers, Tape Cartridges, and Plotters, and followed by Graphic CRT Displays. By early 1972, the Desktop unit had been augmented by a very powerful Pocket Calculator, the ground-breaking HP 35A.This paper traces the evolution of these machines to the present day, ...

31 Replication and consistency: being lazy helps sometimes
Yuri Breitbart, Henry F. Korth
May 1997 **Proceedings of the sixteenth ACM SIGACT-SIGMOD-SIGART symposium on Principles of database systems**

Full text available: pdf(2.11 MB) Additional Information: full citation, references, citings, index terms

32 Document Formatting Systems: Survey, Concepts, and Issues
Richard Furuta, Jeffrey Scofield, Alan Shaw
September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Full text available: pdf(5.36 MB) Additional Information: full citation, references, citings, index terms

33 Knowledge and natural language processing
Jim Barnett, Kevin Knight, Inderjeet Mani, Elaine Rich
August 1990 **Communications of the ACM**, Volume 33 Issue 8

Full text available: pdf(3.85 MB) Additional Information: full citation, abstract, references, citings, index terms, review

KBNL is a knowledge-based natural language processing system that is novel in several ways, including the clean separation it enforces between linguistic knowledge and world knowledge, and its use of knowledge to aid in lexical acquisition. Applications of KBNL include intelligent interfaces, text retrieval, and machine translation.

Keywords: parsing

34 CDAM—compound document access and management: an object-oriented approach
Wolfgang Herzner, Erwin Hocevar
July 1991 **ACM SIGOIS Bulletin**, Volume 12 Issue 1

Full text available: pdf(961.01 KB) Additional Information: full citation, abstract, index terms

This paper describes an object-oriented database approach for a direct access and memory management system which covers the needs of storing compound resp. multimedia documents in a multi-user and distributed environment. Document components may be distributed over several physical locations, documents may share components, and multi-user access is supported. In addition, the model allows to represent much of the document semantics, giving the opportunity to define and access components favourab ...

35 Concurrency control in groupware systems
C. A. Ellis, S. J. Gibbs
June 1989 **ACM SIGMOD Record , Proceedings of the 1989 ACM SIGMOD international conference on Management of data**, Volume 18 Issue 2

Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, citings, index terms

Groupware systems are computer-based systems that support two or more users engaged in a common task, and that provide an interface to a shared environment. These systems frequently require fine-granularity sharing of data and fast response times. This paper distinguishes real-time groupware systems from other multi-user systems and discusses their concurrency control requirements. An algorithm for concurrency control in real-time groupware systems is then presented. The advantages of this ...

36 An infrastructure for cooperative applications based on conventional database transactions
N. Ritter
April 1995 **ACM SIGOIS Bulletin**, Volume 15 Issue 3

Full text available: pdf(1.03 MB) Additional Information: full citation, abstract, index terms

'Computer-Supported Cooperative Work' (CSCW) is a young, interdisciplinary research area considering applications with strong demands on multiple fields of computer technology, e.g., distributed systems and networks, or multi-media systems. In this paper, we will be focusing on the information-sharing aspect and the corresponding activity-control aspect. Employing database systems for the management of shared data means dealing with conventional transactions. Crucial issues of the classical tran ...

Keywords: activity support, concurrency control, cooperation control, transactions

37 Technical contributions: Unfurling the PL/I standard
David Beech, Michael Marcotty
October 1973 **ACM SIGPLAN Notices**, Volume 8 Issue 10

Full text available: pdf(1.50 MB) Additional Information: full citation

38 Parallel algorithms for data compression
M. E. Gonzalez Smith, J. A. Storer
April 1985 **Journal of the ACM (JACM)**, Volume 32 Issue 2

Full text available: pdf(1.99 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Parallel algorithms for data compression by textual substitution that are suitable for VLSI implementation are studied. Both "static" and "dynamic" dictionary schemes are considered.

39 The interaction of knowledge sources in word sense disambiguation
Mark Stevenson, Yorick Wilks
September 2001 **Computational Linguistics,** Volume 27 Issue 3

Full text available: pdf(2.16 MB) Publisher Site Additional Information: full citation, abstract, references

Word sense disambiguation (WSD) is a computational linguistics task likely to benefit from the tradition of combining different knowledge sources in artificial in telligence research. An important step in the exploration of this hypothesis is to determine which linguistic knowledge sources are most useful and whether their combination leads to improved results. We present a sense tagger which uses several knowledge sources. Tested accuracy exceeds 94% on our evaluation corpus.Our system attempts ...

40 Grammar viewed as a functioning part of a cognitive system
Helen M. Gigley
July 1985 **Proceedings of the 23rd conference on Association for Computational Linguistics**

Full text available: pdf(792.09 KB) Publisher Site Additional Information: full citation, abstract, references

How can grammar be viewed as a functional part of a cognitive system? Given a neural basis for the processing control paradigm of language performance, what roles does "grammar" play? Is there evidence to suggest that grammatical processing can be independent from other aspects of language processing?This paper will focus on these issues and suggest answers within the context of one computational solution. The example model of sentence comprehension, HOPE, is intended to demonstrate both represe ...

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